

Milestone: Database Creation

Team: L1 Cache

Application: Cache Me if You Can (Treasure Hunt Application)

Description:

Before describing the database it is necessary to describe how the Cache Me if You Can application works. In general, a user can either create a treasure hunt or participate in one. As a creator he/she can create hints which lead to a final treasure; whereas, as a player he/she solves hints to find a final treasure (both solving hints and finding treasures earn them points).

We are using a SQL database named L1 Cache, which is populated with three tables. Primarily, there is a user table with username (primary key), password, password digest (a security feature for password), and point score. These features uniquely identify each user and keep track of their progress through a hunt by means of their score. In the hints table we have the fields id (primary key), hintname, local_lat, local_long, points, user_id_creator, and treasure_id. The local_lat and local_long fields identify the hint location. Moreover, the user_id_creator identifies who made the hint, while the treasure_id denotes to which treasure this hint is related. The fields of the treasure table consist of an ID, a treasure name, local_long, long_lat, points, and user_id_creator. These serve similar functions as they do in the hint table.

Diagram:

